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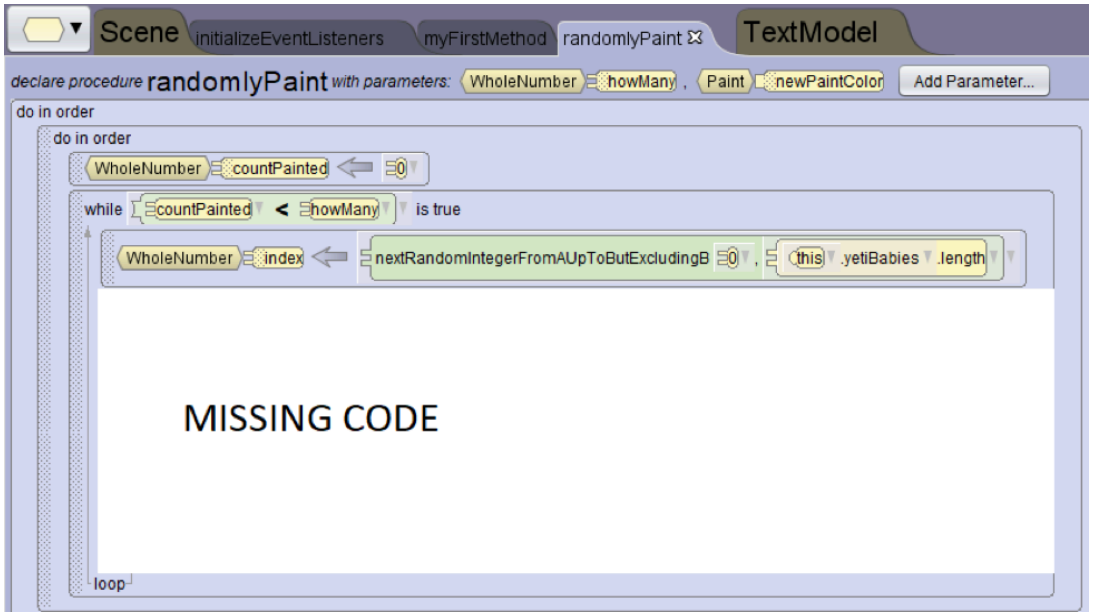
Practice Quiz 7.2

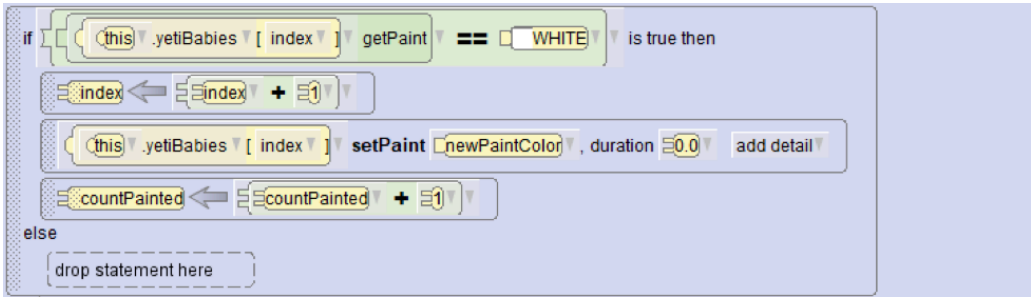
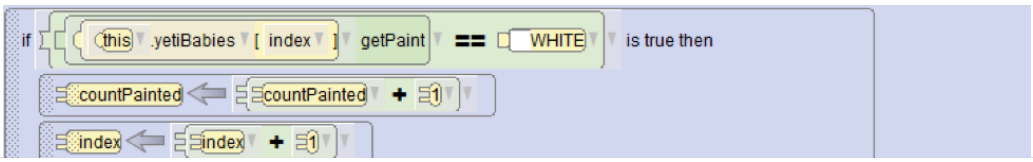
Practice Assignment • 30 min

1. Assume there is an array of yetiBabies named yetiBabies. Consider the Scene procedure named randomlyPaint that has two parameters: a whole number named howMany and a paint named newPaintColor. This procedure assumes that there are at least howMany white yetiBabies in the yetiBabies array. It then randomly picks howMany white yetiBabies and paints them the color newPaintColor. 1 point

   The procedure randomlyPaint has been started and is shown below with missing code.



   Which one of the following is the correct missing code?


if this .yetiBabies [index] getPaint == WHITE is true then
index index + 1
this .yetiBabies [index] setPaint newPaintColor , duration 0.0 add detail
countPainted countPainted + 1
else
drop statement here